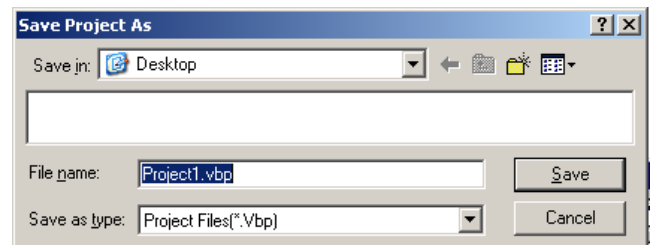
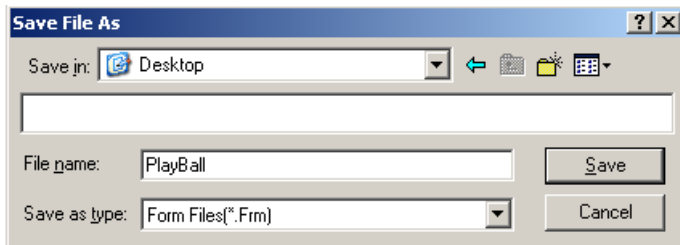


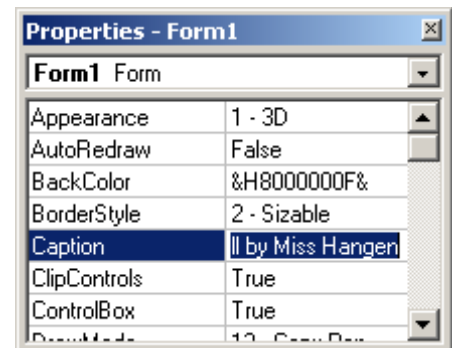
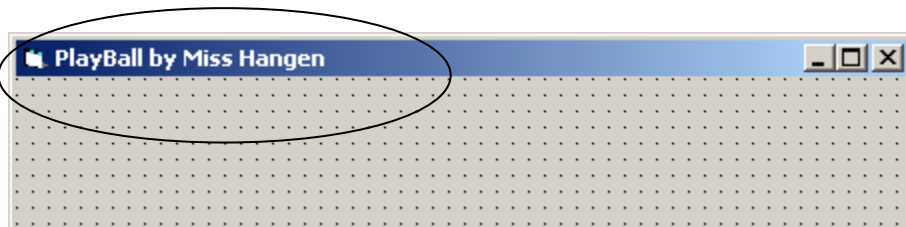
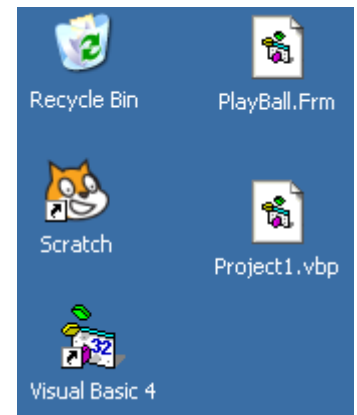
## PlayBall.frm PlayBall.vbp Colors




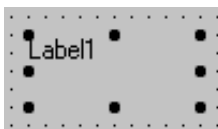
1. Double click on the Visual BASIC icon. If you were already in Visual BASIC, save your work then choose **File, New Project**.
2. **File, Save File As...** Change **Save in:** to **Desktop**  
Change the **File name:** to **PlayBall.frm** then click on the **Save** button.



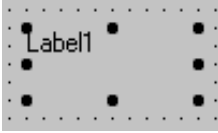
3. **File, Save Project As...** Make sure it is set to go to **Desktop**  
Keep the **File name:** to **Project.vbp** then click on the **Save** button.
4. Check that the save document icons appear on the desktop.
5. The **Form** is selected so the **Properties** window shows **Form1**  
Form, at the top. Change the **Caption** in the **Properties** window to **Play Ball by Your Name**. Notice that the form now has **Play Ball by Your Name** in the blue part at the top, instead of **Form1**.



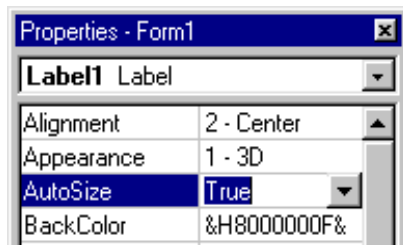
6.  Double click on the **Label** tool to put a label on the form.





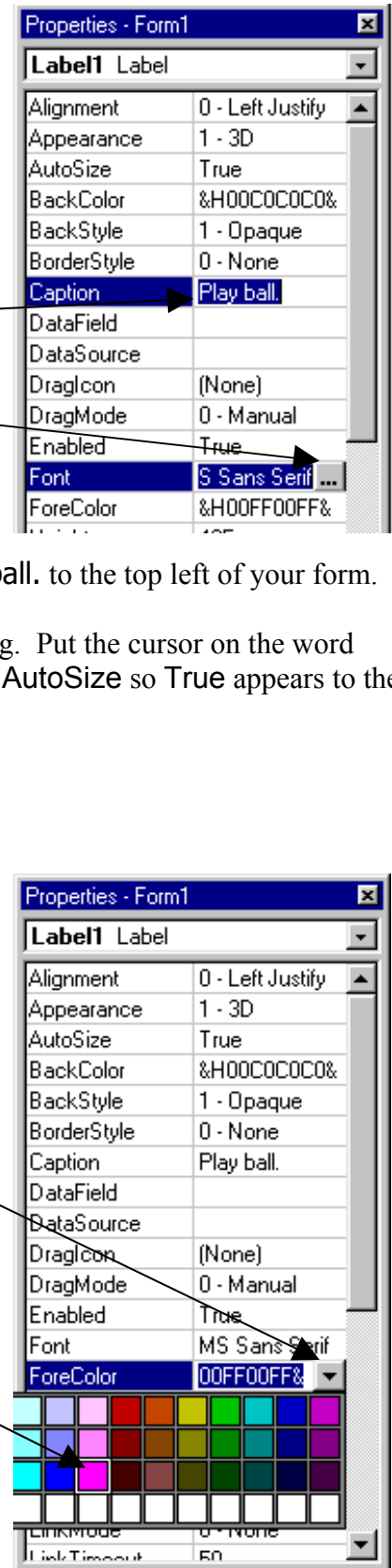
## PlayBall.frm PlayBall.vbp Colors



7. While the label is selected, put the cursor to the right of the **Caption** property in the **Properties** window. Double click on **Label1** and type **Play ball**.
8. In the **Properties** window find the **Font** property. Click on the words on the right so that 3 dots show up. Click on the 3 dots to get the **Font** window. Change the **Font**, **Font Style**, and **Size** to that of your choosing.
9. Use the mouse and cursor to move your label with the title **Play ball**. to the top left of your form.
10. Make sure the label is selected, with the selection squares showing. Put the cursor on the word **AutoSize** in the left of the **Properties** window. Double click on **AutoSize** so **True** appears to the right.

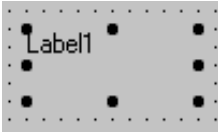


11. With the label selected, click on the **ForeColor** property in the **Properties** window so that the  appears.
12. Click on the  to see a choice of colors for the characters in the label. Click on a color.

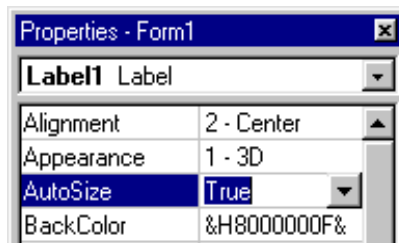
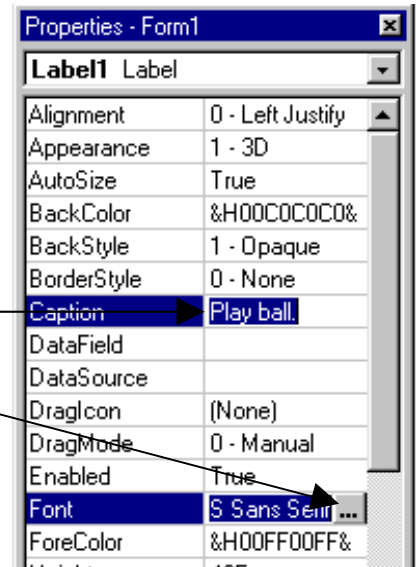




13. Double click on the **Label** tool to put another label on the form.

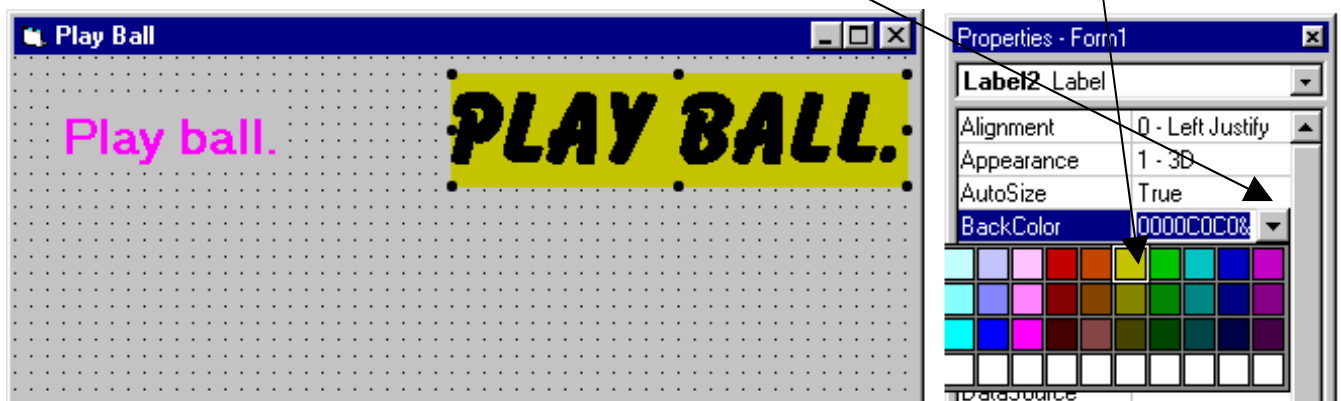
## PlayBall.frm PlayBall.vbp Colors



14. While the label is selected, put the cursor to the right of the **Caption** property in the **Properties** window. Double click on **Label1** and type **Play ball**.
15. In the **Properties** window find the **Font** property. Click on the words on the right so that 3 dots show up. Click on the 3 dots to get the **Font** window. Change the **Font**, **Font Style**, and **Size** to that of your choosing.
16. Use the mouse and cursor to move your label with the title **Play ball**. to the top right of your form.
17. Make sure the label is selected, with the selection squares showing. Put the cursor on the word **AutoSize** in the left of the **Properties** window. Double click on **AutoSize** so **True** appears to the right.



18. With the label selected, click on the **BackColor** property in the **Properties** window so that the  appears.
19. Click on the  to see a choice of colors for the background in the label. Click on a color.



## PlayBall.frm PlayBall.vbp Colors

20. Click on the form so neither label is selected.

21. Click on one of the 2 labels.

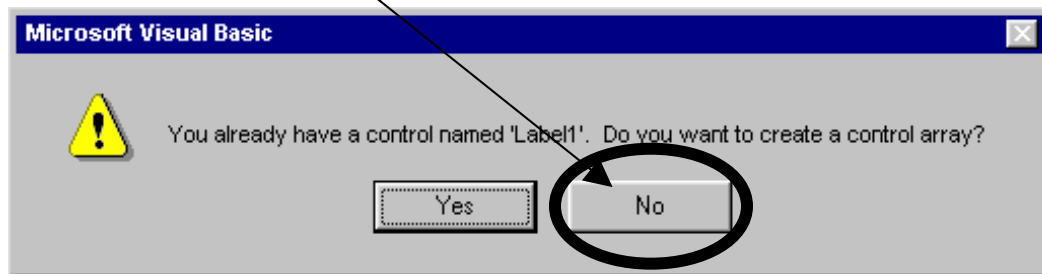


22. Click on the Edit menu at the top and choose Copy.



23. Now click on the Edit menu at the top again. This time choose Paste. Look for this box to appear.


### Click on the **No** button.

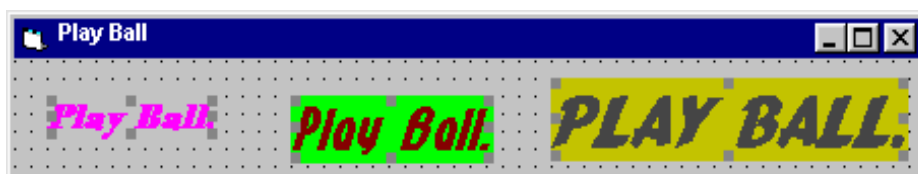


24. Notice that the new label has the same properties as the one that was copied, except that it has the name Label3. Move this new label to the top middle of the form.

25. Change the ForeColor and the BackColor in the Properties window, to some other combination.

26. Try several other combinations of BackColor and ForeColor. Pay particular attention to the combinations of colors that are difficult to read and which ones are easier to read. In the future, choose combinations that are easy to read. This will make the form more user-friendly.

27. Click on the  in the toolbox on the left. Place the white arrow cursor at the top left of the first label. Hold down the mouse button and drag down and to the right to make a dashed rectangle surrounding the 3 labels across the top of the form. When you let go of the mouse button notice that all 3 of the labels of gray selection squares showing. You have just selected 3 labels at one time.



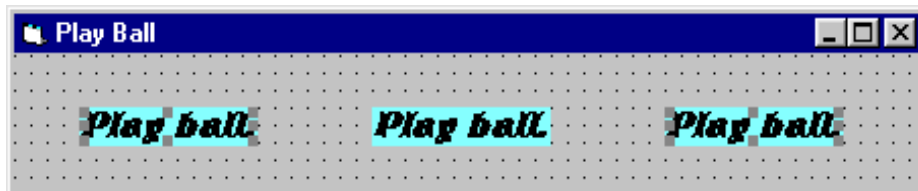
## PlayBall.frm PlayBall.vbp

### Colors

28. Now you can change the properties of these 3 labels at one time. Change the Font, Font Style, and Size to something of your choosing.
29. While they are still selected, change the ForeColor, then BackColor to your choice. Now they all look the same.




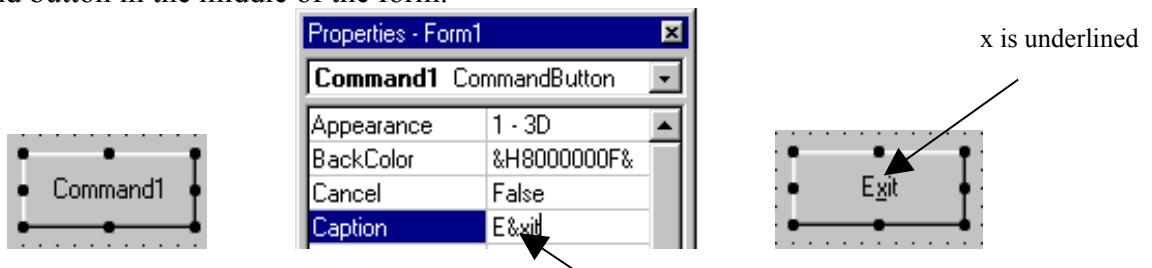
30. Click on the form, away from the objects.
31. If you want to select some objects that are not next to each other, use the Shift key on the keyboard. Click on the Play ball label on the left. Now hold down the Shift key and click on the Play ball label on the far right. Now those 2 labels are selected.



32. While those 2 are selected, change the Caption in the Properties window to Soccer. Click on the form away from the labels. Now both of those labels say Soccer, while the middle label still says Play ball.



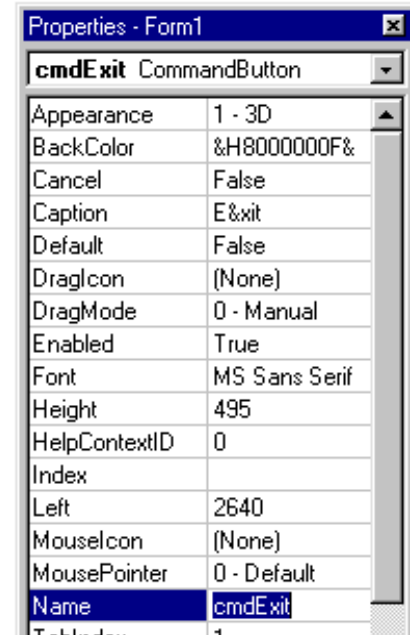
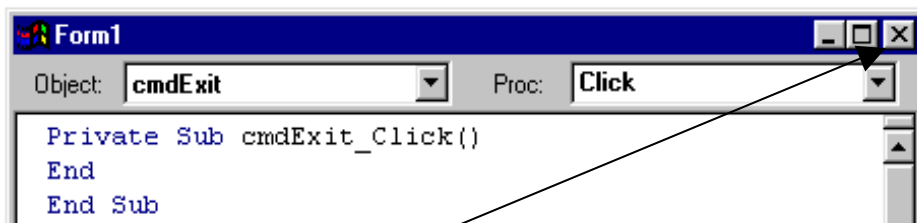
33. Double click on the Command Button  in the toolbox on the left, to place a standard size command button in the middle of the form.






34. In the Properties window, change the Caption to E&xit. The & symbol causes the next letter, in this case x, to be underlined on the command button. When the program is running Alt x will operate this command button as well as clicking on it.


## PlayBall.frm PlayBall.vbp Colors

35. In the Properties window, change the Name property of the command button to cmdExit.
36. Double click on the Exit command button. Type End between the existing lines of code. When this button is clicked on by the user while running the program, the execution of the program will come to an end.



37. Click on the  to close the code window.
38. In the top toolbar click on the Save icon. 
39. Click on the Start icon  in the top menu, to run the program.



40. When the program is running, notice that the form no longer has black dots. Click on the Exit button to end the execution of the program. Notice that the black dots are back, because the program is no longer running.
41. Click on the Start icon  in the top menu, to run the program again.



42. Hold down the Alt key to the left of the spacebar on the keyboard. While holding down the Alt key type the x key. This is a keyboard shortcut for clicking on the Exit command button. This will also cause the program to end.
43. Add the **PlayBall.frm** file to your Gaggie digital locker.